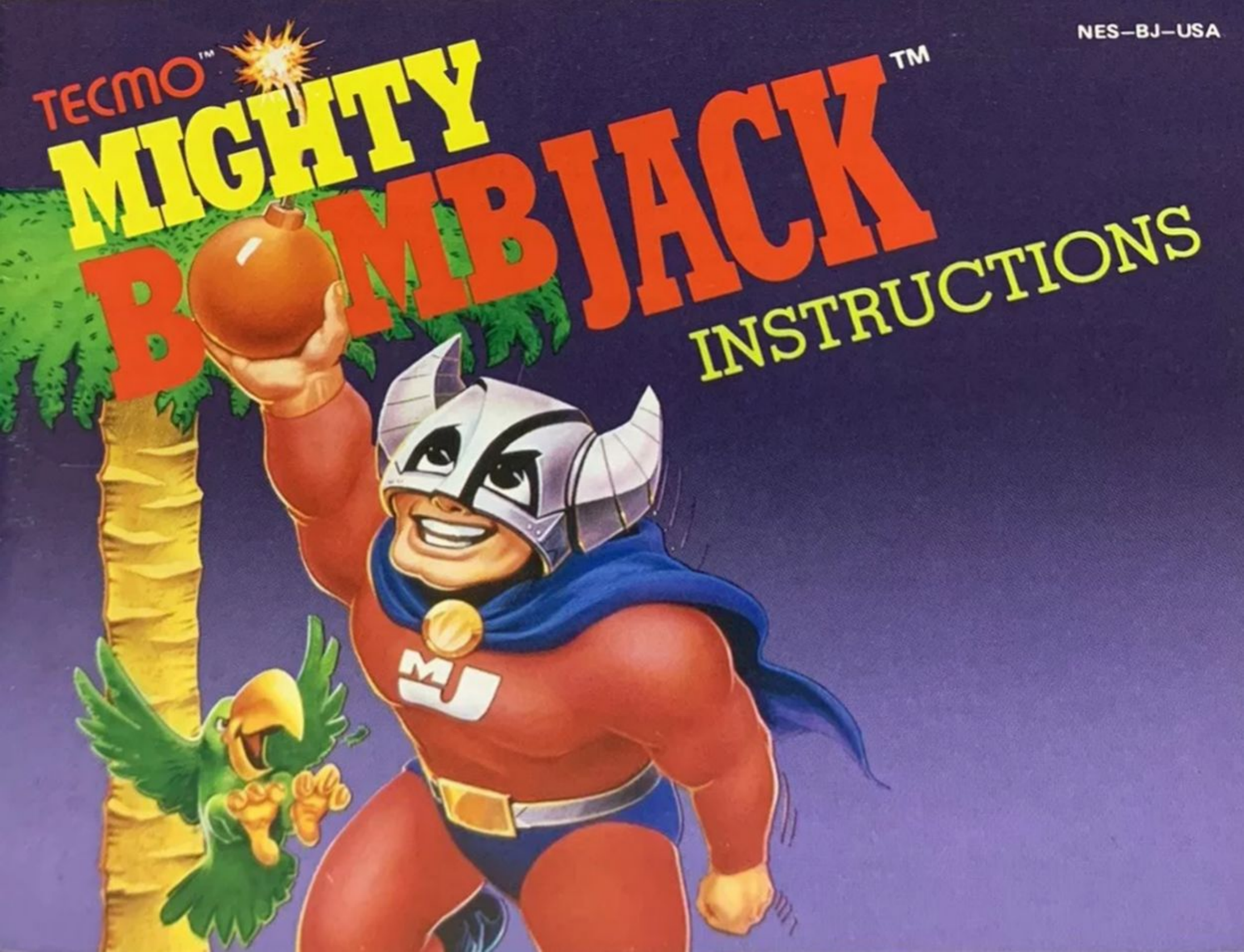
NES–BJ–USA

TECMO™

MIGHTY BOMBJACK™

INSTRUCTIONS



Thank you for selecting the fun-filled "MIGHTY BOMB JACK" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and tremendous shock. Furthermore, never attempt to disassemble your game pak.
2) Do avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours or more of continuous game playing.This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo'

ENTERTAINMENT SYSTEM™

NINTENDO AND **Nintendo'** ***ENTERTAINMENT SYSTEM™*** ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

1 GAME STORY

▶ JACK

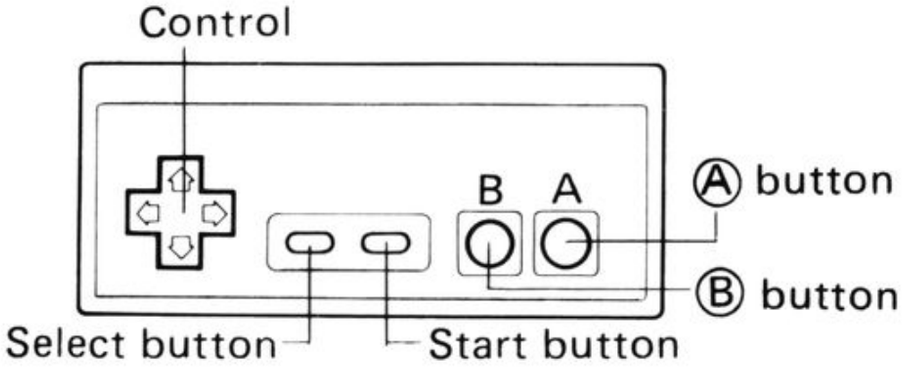
There was a legendary "KING PAMERA" who maintained peace and order all over the world. Nobody could ever catch sight of "KING PAMERA". One day the king demon "BELZEBUT", had a wicked plot to bring the world into ruin by abducting the merciful "KING PAMERA", his beloved queen, and their beloved princess.

The brothers MIGHTY fought bravely against "BELZEBUT" in order to save "KING PAMERA". Every brother was defeated by the king demon except Jack, the youngest and lone survivor. Jack gained additional courage and challenged the king demon to a final fight, in order to restore peace all over the world.

Good Luck Jack!

2 NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* THIS GAME IS ONLY A (1) PLAYER GAME !



●SELECT BUTTON.

Not used.

●START BUTTON.

Press this button to begin a game or to pause.

●PAUSE.

If you wish to stop or interrupt play in the middle of a game, press the start button. The pause tone will sound, and the game will stop. Press the start button again when you wish to continue playing.

HOW TO OPERATE JACK

●Move this control pad to move Jack.

● JUMP

To make Jack jump press A button when Jack is on the floor. For Jack to jump even higher press A button together with the control pad's upper directional arrow. Conversely, if you press the A button together with the control pad's lower directional arrow you can make Jack jump lower. Further, press A button again while jumping to make Jack stop in the air.

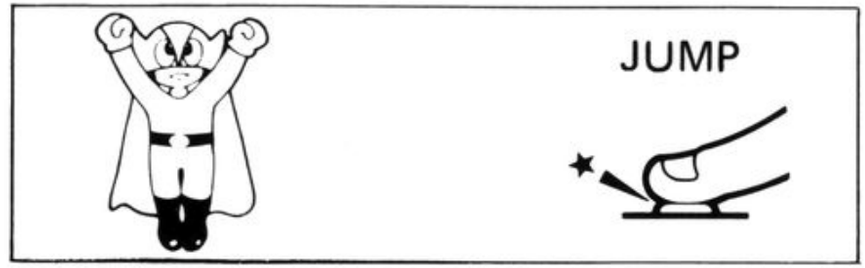
● LANDING

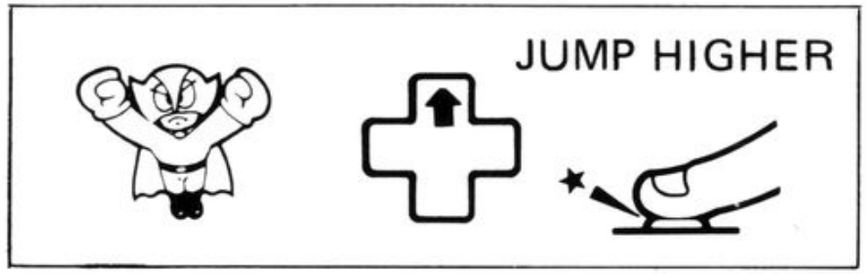
To make Jack land quickly, press the control pad's lower directional arrow.

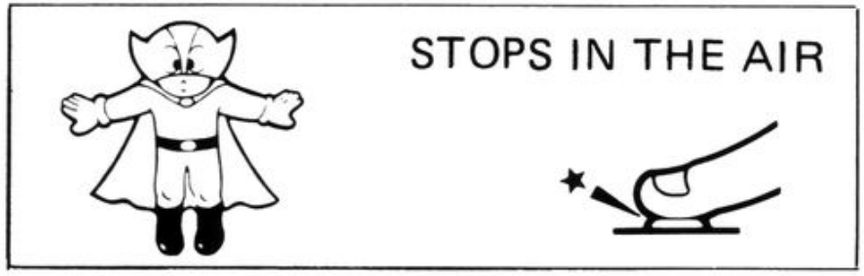
● MOVEMENT IN THE AIR

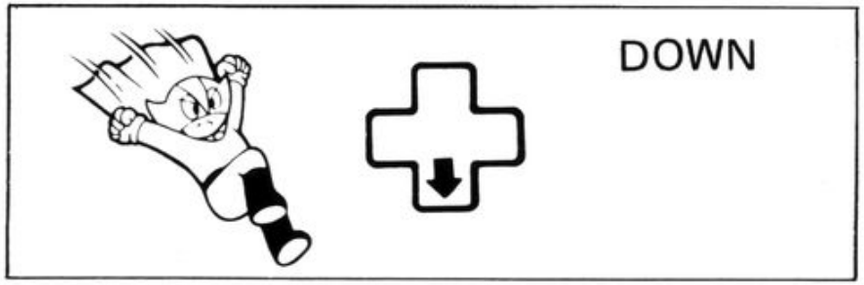
To make Jack move in the air, press the control pad's left or right directional arrow with the continuous pushing of A button. This will result in Jack's flying & floating left or right.

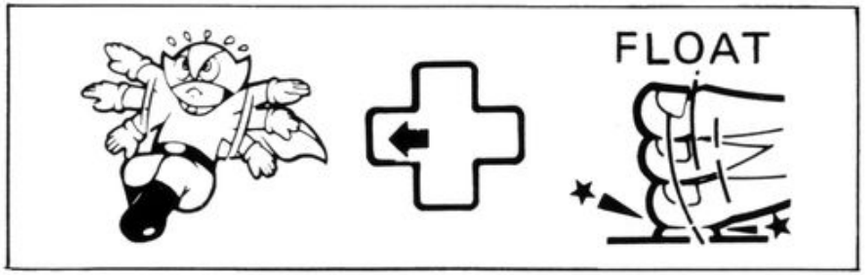
* NOTE: The mastery of the above mentioned operations will allow the player to gain a higher scores and increased level of game satisfaction !











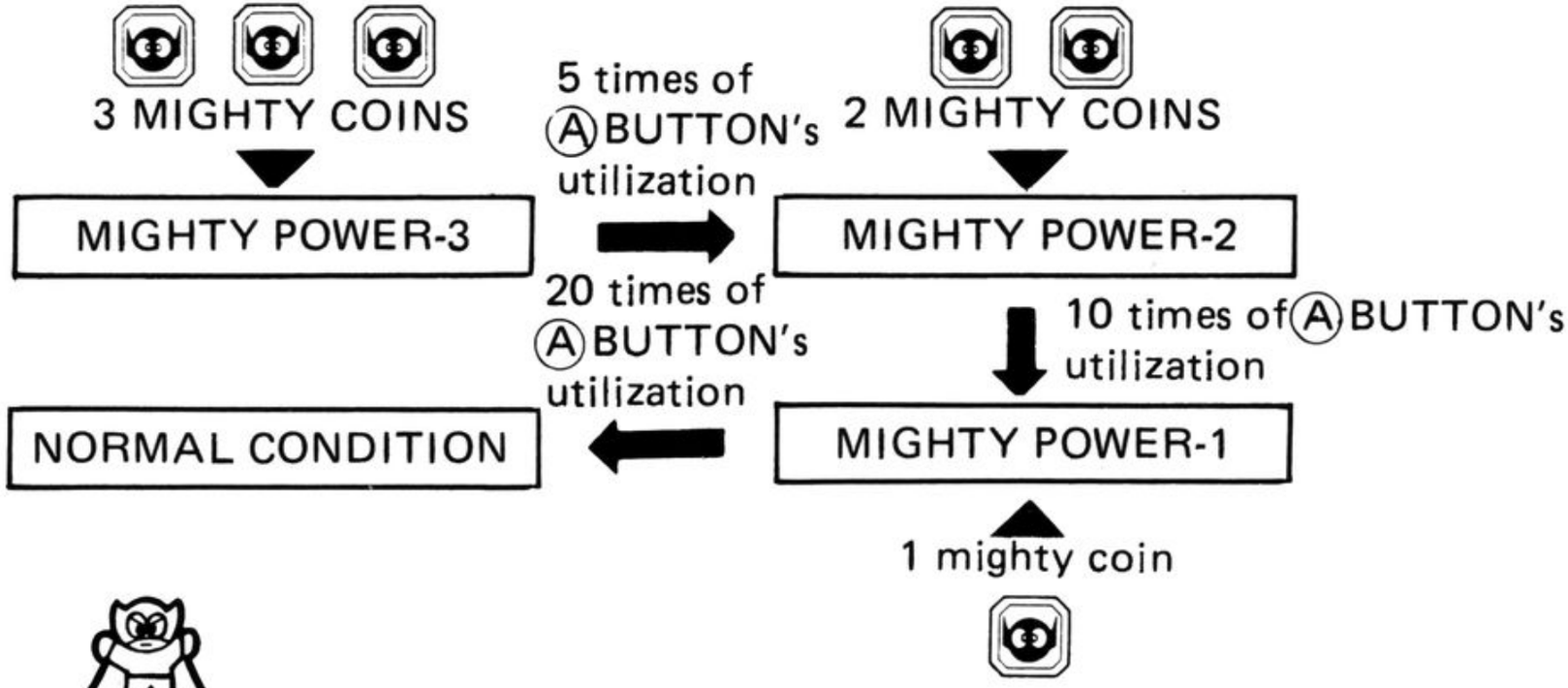
MIGHTY POWER

If you get a mighty coin, you can see your stock total indicated at top of screen. After collecting mighty coins inside treasure boxes, press B button and player will be awarded the following power.

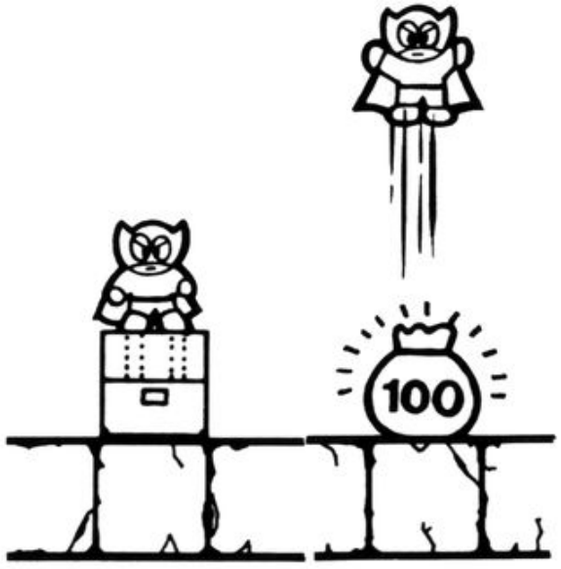
MIGHTY POWER	JACK'S COLOR	AMPLIFIED OF MIGHTY POWER
1	BLUE	To open an orange treasure box.
2	ORANGE	To open both red and orange treasure boxes by simply touch their sides. (When Jack rides on a treasure box, it will open by jumping only !)
3	GREEN	To change the enemy into a gold coin for 5 seconds and combine it with the abilities of MIGHTY POWER-2. Also, other secret powers are awarded.

* NOTE: The kind of power depends upon how many times the B button is pushed ! You can make MIGHTY POWER-1 by 1 mighty coin, MIGHTY POWER-2 by 2 mighty coins, and MIGHTY POWER-3 by 3 mighty coins which equals FULL POWER ! (Mighty power is distinguished by Jack's color.)

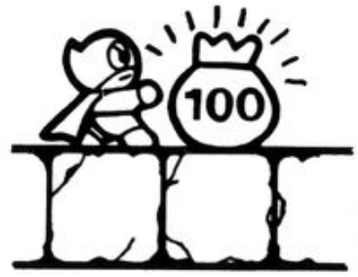
Mighty Power is reduced in proportion to the number of times the A button is pushed. EXAMPLE: 3 - 2 - 1 = NORMAL.



* NOTE: Mighty Power is available only in the passage and disappears in each room of the Royal Palace.



—Opening an orange treasure box with M 1.

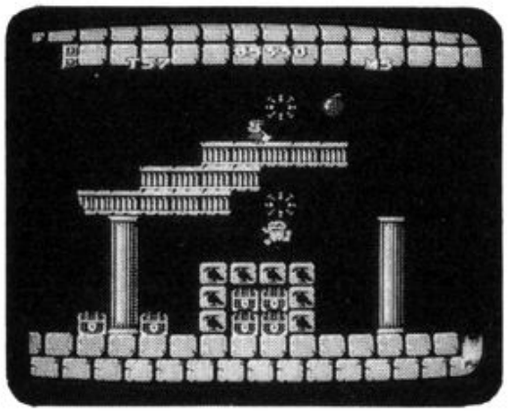


—Opening a treasure box from both sides with M 2.

3 HOW TO PLAY

"MIGHTY BOMB JACK" is an adventure game, whereby the player controlling Jack travels through the labyrinth of rooms, avoiding the dangerous enemies along the way, while collecting as many bombs and treasures as possible! If the timer reaches zero (0), or Jack touches an enemy he will die causing a loss of play.

There are sixteen (16) regular rounds of play in MIGHTY BOMB JACK, plus one (1) final round. You can find the passageway to the final round beyond the regular rounds of play. Each round is composed of a passage and a Royal Palace room. To advance to the next round, you must collect all bombs from the Royal Palace room, then a doorway passage will appear and remain open for Jack's escape! You must clear each round before the timer reaches zero (0). The remaining time (if any) will be added to your score as bonus points.
Good luck!!



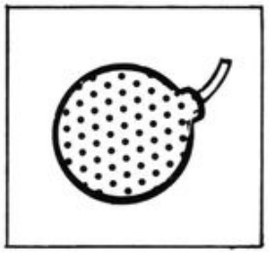
◀ PASSAGE

◀ ROYAL PALACE ROOM

●PASSAGE

This passage is a scroll type and shifts to Jack's movements. You will find this hidden passage after you have collected all the bombs and treasure boxes, then the door will open for you to advance to the next round.

●BOMBS

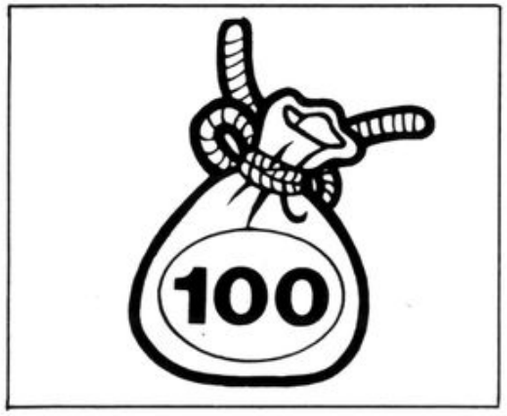


There are two kinds of bombs, one worth 100 points, and the second worth 200 points.

●TREASURE BOX

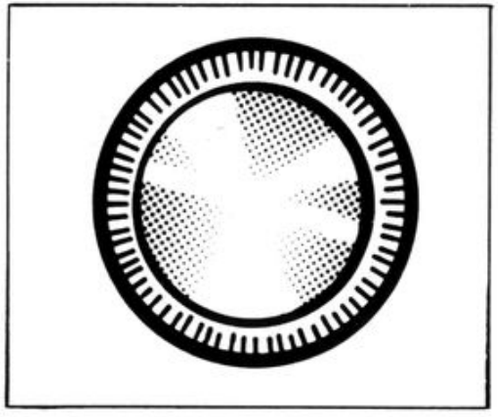
A treasure box will open when Jack jumps stop it after riding on it first. The treasure boxes are either red or orange. The orange treasure box will not always be opened, unless Jack is under MIGHTY POWER! (There are also some hidden treasure boxes on the floor.)

VARIOUS THINGS IN THE TREASURE BOXES



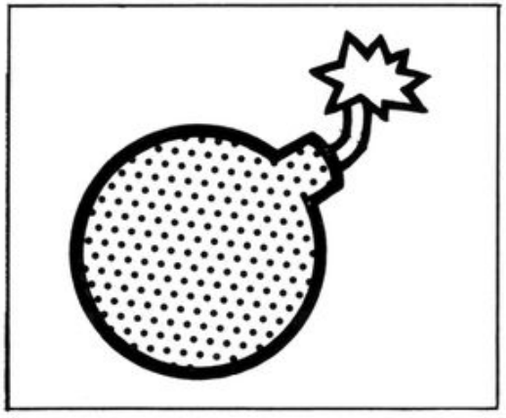
●TREASURE BAG

100 pts
300 pts
1000 pts



●GOLD COIN

500 pts
To raise the possibility of Extra coin's appearance.



●BOMB

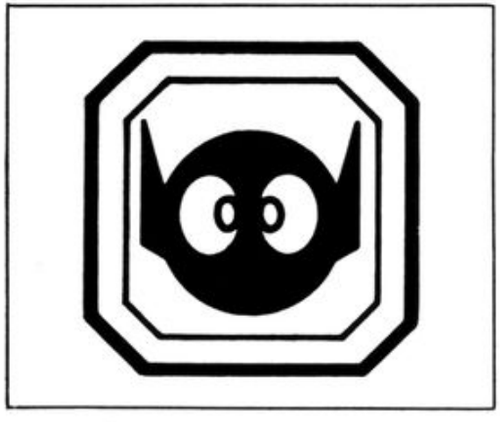
100 pts, 200 pts
To raise the possibility of POWER-BALL's appearance.

●MIGHTY-DRINK

1000 pts
To add 10 counts to the timer.

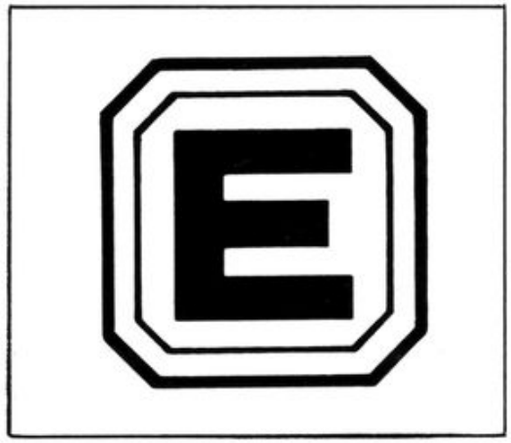
●SPHINX

10000 pts
To show or open the hidden doorway.



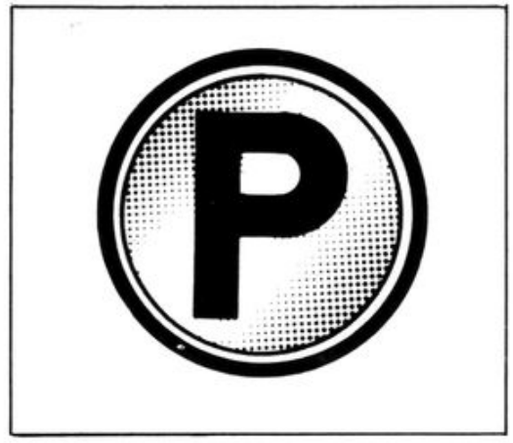
●MIGHTY COIN

1000 pts
To get mighty power.



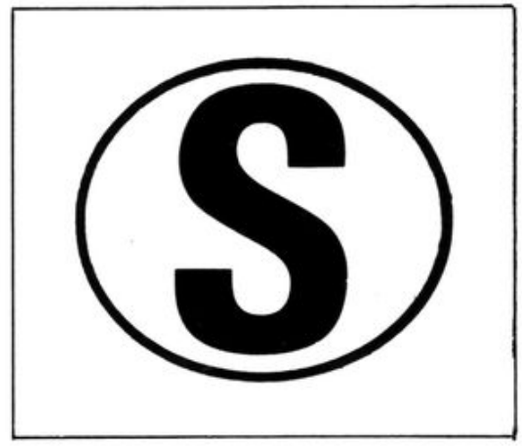
●EXTRA COIN

3000 pts
To increase one JACK in a stock of JACKS.



●POWER BALL

While collecting the bombs, if you hear a bell ring, immediately open the treasure box and a power ball will appear from that treasure box. If you catch this power ball, the enemy will change into a gold coin for 5 seconds for you to collect.



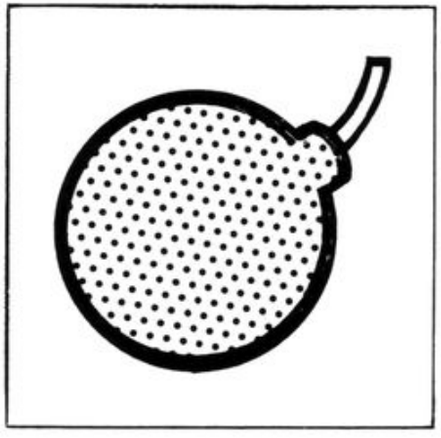
●SECRET COIN

(50000 pts)
In order to get the secret coin, you must acquire MIGHTY POWER-3 first, then you will be pleasantly surprised beyond the points collected!

Other surprises await you inside these treasure boxes, please enjoy!

ROYAL PALACE ROOM

This is a fixed screen and the doorway will open only after you have collected all the bombs. It's to your advantage to collect the bombs on fire in order. MIGHTY POWER will not work inside the Royal Palace Room.

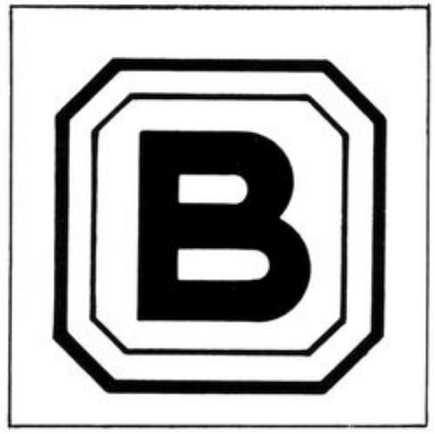


•BOMB

The bombs will catch on fire in order. In order to make the Power Ball appear, you must collect the flame bombs in order.

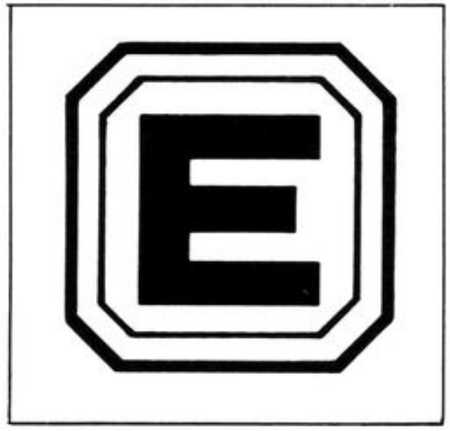
•POWER BALL

If you have collected enough bombs, the power ball will appear in the center of your screen and will begin to rebound. If you catch this power ball, the enemy will be changed into a gold coin for 5 seconds.



•BONUS COIN

This coin appears whenever you get 5000 points. If you get this bonus coin, your points will multiply 2 - 5 times.

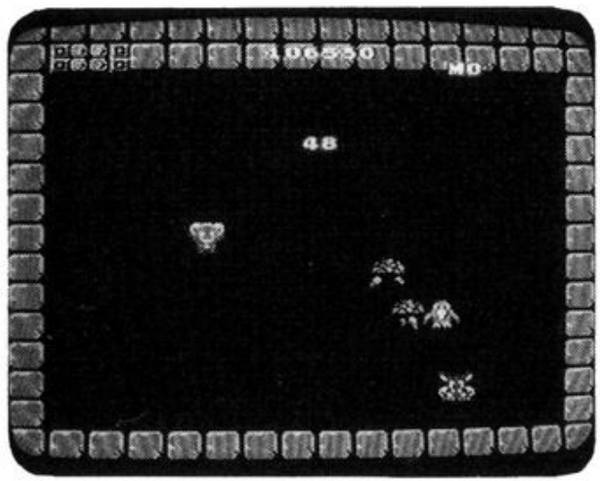


•EXTRA COIN

An extra coin will appear depending on the number of gold coins collected. If you get this coin, it will increase by one (1) the number of Jack's lives.

THE TORTURE ROOM

If you are too greedy collecting the mighty coins, you will be sent to the torture room! In order to escape the torture room, you must beat the time clock by reaching zero (0) on the timer atop your screen. Also, you must keep jumping around avoiding the enemies. If you are successful, then Jack will return to his original position prior to sentence to the torture room, thus resuming play and score. There are many places for Jack to endure in this game; the hidden passages, a labyrinth as well as the dreaded torture room. Furthermore, there are various conditions for the appearance and opening of the doorways. How many secrets can you discover?



◀ TORTURE ROOM

4 CHARACTERS

●C.GEE

A survivor of GEJI family. It's troublesome.

●HEEL

It narrates the pyramid legend weirdly, "Weird! Weird!"

●TGEE

Everchanging it has 6 patterns of changing itself.

●RUBE

It is very much revengeful towards Jack, and it pursues him endlessly.

●LIZZY

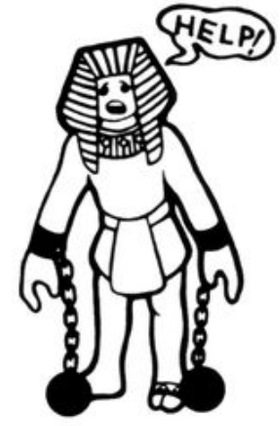
It is an ancestor of the tortoises that had lived in an ancient pyramid.

●BILLY

It was a pet of king demon "Belzebut" in the old days. This time, it takes the field.

●D. GEE

The known villain, his flame always carries the kiss of death.



●HE. GEE

A brave soldier who was imprisoned and made a slave. If you help him, you could get a high score.

5 GAME DEVIATION VALUE (G.D.V.)

"GAME DEVIATION VALUE" will be indicated on your screen after the game time is over. This system is for evaluating your level of skill and is calculated during your game playing.
The evaluation is based on the computer's analysis of your reflexes, memory, judgement and application power.
The higher the score of G.D.V. the better!
Let's try to challenge the computer!!

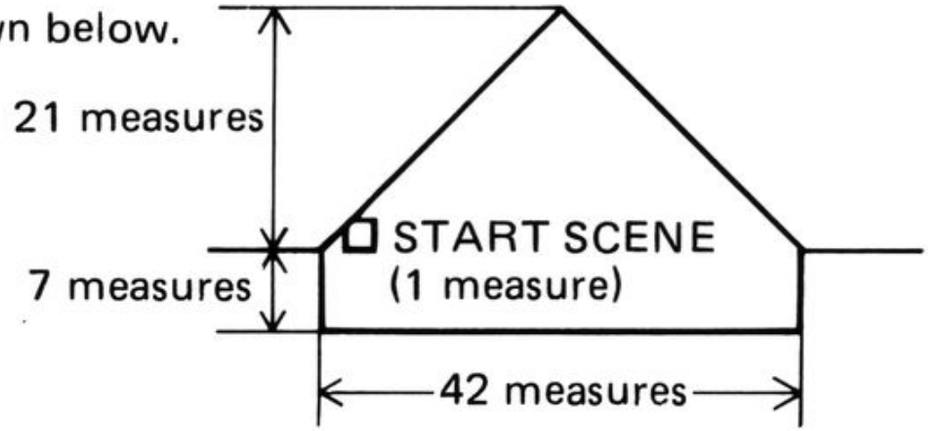
6 MULTI ENDING

This is a most dramatic secret in "Mighty Bomb Jack" — a queen's crystal ball and a princess's crystal ball. If you take two crystal balls you could meet the different endings - 4 endings. I wonder if you could meet all four endings? You might need five S coins to meet the fourth (4) ending.
Now, let's challenge it!

7 HOW TO DRAW UP A MAP

Playing Mighty Bomb Jack with a drawn-up map will increase your playing pleasure. Suppose you draw one scene on a piece of paper in the shape of a pyramid. The labyrinth to the pyramid will appear. This map will give you some hints on solving this mystery!

The scale of the pyramid is shown below.



* Naturally this booklet cannot give you all the secrets to Mighty Bomb Jack, it's up to you to figure out the missing secrets. We at Tecmo, Inc. are confident that your skills will allow you to succeed! Good luck!

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling; 1-(800)457-6050. Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer Division Victoria Business Park 18010 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problem after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio – TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

Collect the TECMO game pak I.D. Badges for Mighty Bomb Jack and save! When you've collected a total of 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail in to TECMO in order to receive Special bonus offer – It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1-(800) 457-6050.

MAIL DIRECTLY TO TECMO, INC.
ADDRESS LISTED
BELOW

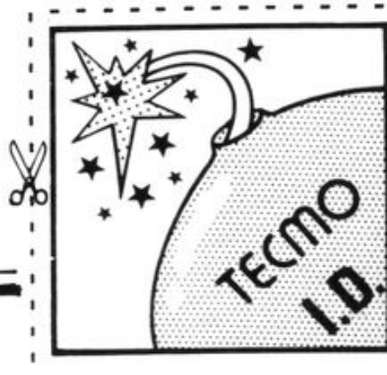
Collect these and other fine games from TECMO™

SEND TO :

TECMO, INC.
18010 S. ADRIA MARU LANE
CARSON, CA 90746

Note: You must write down your name and address on the enclosed seal with block letters or by type-writing and mail together with STICK-ON SEAL in order to receive a surprised gift properly.

OFFICIAL I.D. BADGE →



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FOR PLAY ON THE

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SYSTEM™

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